

Section 1

Chapter 5 - The Role Of Video Games In Education

Exemplary case 2

Title: **Fingu**

Description:

Fingu is a free iPad video game developed as part of the CoDAC (Conditions and tools for Development of Arithmetic Competencies) research project based at the University of Kristianstad and the University of Gothenburg in Sweden.

The aim of the game is to improve the basic arithmetic skills of children from 4 to 8 years of age, but it can even be played and enjoyed by younger and older children as well as adults. The competencies that are promoted are:

- The ability to "see" the number of objects without counting them, called "subtitling".
- The ability to "feel" a representation of numbers up to 10 in their hands.
- Coordinating the visualization of a number of objects with the display of the number with one's fingers.
- The ability to add two numbers with additions of up to 10

The fundamental idea of Fingu is that the player has to answer how many objects are shown on the screen by pressing the corresponding number of fingers. Fingers can be placed anywhere on the screen and there are no restrictions as to which fingers are used and in what order. When objects are displayed on the screen, the player must place the same number of fingers on the screen as the sum of all objects displayed. Each time one or more fingers are placed on the screen, grey "fingerprints" appear. The answer is recorded when the fingerprints turn green and the player is informed whether the answer was correct or incorrect.